

AMENDMENTS TO THE CLAIMS

Listing of the claims:

Following is a listing of all claims in the present application, which listing supersedes all previously presented claims:

1. (Currently Amended): A ~~tennis~~ game system including a game machine and ~~an a racket-shaped input device imitating a form of a tennis racket~~, under which a player plays a ~~tennis~~ game using said ~~racket-shaped~~ input device, wherein

said ~~racket-shaped~~ input device comprises an acceleration sensor for generating an acceleration correlation signal when said player actually swings said ~~racket-shaped~~ input device in a real space, and a transmission circuit for transmitting said generated acceleration correlation signal to said game machine; and

said game machine displays a ball on a monitor screen through execution of a ~~tennis~~ game program in which a CPU player controlled by a computer program plays a match against said player, and further comprises:

a first calculation circuit for calculating a predicted return position of said ball returned by said CPU player;

a judgment circuit for judging whether a current position of said player is in a ball strikable range by comparing said predicted return position and the current position of said player;

a ball striking position movement circuit for automatically moving a ball striking position of said player to be approximated to said predicted return position in response to a negative judgment by said judgment circuit;

a swing detection circuit for detecting whether said ~~racket-shaped~~ input device has been actually swung or not; and

a second calculation circuit for calculating an initial speed vector of said ball after received when said swing detection circuit has detected a swing in said ball strikable range, from a position of said ball and acceleration of said ~~racket-shaped~~ input device according to said acceleration correlation signal.

2-5. (Canceled).

6. (Currently Amended): A ~~tennis~~ game system including a game machine and two or more ~~racket-shaped~~ input devices ~~imitating the form of a tennis racket~~, under which two or more players play a ~~tennis~~ game using said ~~racket-shaped~~ input devices, wherein

 said ~~racket-shaped~~ input devices each comprise an acceleration sensor for generating an acceleration correlation signal when said player actually swings said racket-shaped input device in a real space, and a transmission circuit for transmitting said generated acceleration correlation signal to said game machine;

 said game machine runs a ~~tennis~~ game program in which said two or more players play the game a match and displays said ball on a monitor screen, and further comprises:

 a first calculation circuit for calculating a predicted return position of a ball returned by an opposite player;

 a judgment circuit for judging whether a ball striking player is in a ball strikable range by comparing said predicted return position and a current position of said ball striking player;

a ball striking position movement circuit for automatically moving a ball striking position for said ball striking player to be approximated to said predicted return position in response to a negative judgment by said judgment circuit;

a swing detection circuit for detecting whether said racket-shaped input device has been actually swung or not; and

a second calculation circuit for calculating an initial speed vector of said ball after received when said swing detection circuit has detected a swing in said ball striking-enabled range, from a position of said ball and acceleration of said racket-shaped input device according to said acceleration correlation signal.

7. (Currently Amended): A tennis game system according to claim 1 or 6, wherein

said racket-shaped input device further includes an operating switch;

said transmission circuit transmits an operation signal from said operating switch together with said acceleration correlation signal to said game machine; and

said game machine further comprises a position movement circuit for moving said ball striking position on said monitor screen from forward position to backward position or from backward position to forward position, in response to said operation signal transmitted from said racket-shaped input device.

8. (Currently Amended): A tennis game system according to claim 1 or 6, wherein said transmission circuit of said racket-shaped input device includes an infrared light-emitting element for transmitting said acceleration correlation signal and said operation signal by means of infrared light.

9. (Currently Amended): A tennis game system according to claim 8, wherein said transmission circuit digital-modulates and transmits said acceleration correlation signal and said operation signal to said game machine; and said game machine digital-demodulates said acceleration correlation signal and said operation signal transmitted by said transmission circuit.